Chapter 9

Bibliography and Resources

Academic Courses


Books


Electronic Mailing Lists

Libgaming (Google Groups), http://groups.google.com/group/LibGaming

Second Life Library (Google Groups), http://groups.google.com/group/alliancesecondlife

Teen Second Life (Google Groups), http://groups.google.com/virtual-Teen-Library-Second-Life

Magazines


Periodical Articles


Web Sites, Blogs, and Other Online Resources


Edheads. “Edheads will create unique, educational Web experiences designed to make hard-to-teach concepts understandable using the power and interactivity of the Internet,” www.edheads.org (accessed August 28, 2006).


Experimental Gameplay Project. Entertainment Technology Center Project: Online project for which four Carnegie Mellon University graduate students are attempting to discover and rapidly prototype “as many new forms of gameplay as possible,” http://experimentalgameplay.com (accessed August 28, 2006).


Videos


Game Spot. “GameSpot, a property of CNET Networks Entertainment, is a leading online source for gaming information visited by more than a million gamers every day,” www.gamespot.com (accessed August 28, 2006).

“Game Studies: The International Journal of Computer Game Research.” (“Game Studies is a crossdisciplinary journal dedicated to games research, web-published several times a year. . . ”), www.gamestudies.org (accessed August 28, 2006).


Gaming Target. “. . . dedicated to providing the best and most personal views of the gaming world that we can,” http://gamingtarget.com (accessed August 28, 2006).


Mathews, Brian. “Games @ the GT Library (CeLIBration, PART 4),” The Ubiquitous Librarian Blog (August 30, 2006), http://theubiquitouslibrarian.typepad.com/the_ubiquitous_librarian/2006/08/games_the_gt_li.html (accessed September 26, 2006).


Serious Games Initiative. “The Serious Games Initiative is focused on uses for games in exploring management and leadership challenges facing the public sector. Part of its overall charter is to help forge productive links between the electronic game industry and projects involving the use of games in education, training, health, and public policy,” www.seriousgames.org (accessed September 26, 2006).

Serious Games Source. “The Serious Games Source website was founded by the CMP Game Group in March 2006 as the leading editorially-driven website specifically for the ‘serious games’ market (games created for training, health, government, military, educational and other uses),” www.seriousgamessource.com (accessed September 26, 2006).


Video Game Voters Network. (“The Video Game Voters Network is a place for American gamers to organize and defend against threats to video games. This medium is fully protected speech under the Constitution, and receives the
same First Amendment protection as books, movies, music, and cable television programs.”) www.videogamevoters.org (accessed August 28, 2006).


Scales of Service for Gaming in Libraries

Free! (Except for Staff Time)
- Learn about readers’ advisory based on gaming (Beth Gallaway, consultant)
- Host Runescape tournaments or Runescape nights (Chris Rippel, Central Kansas Library System)
- Allow open play of free Internet games on library computers
- Plan and facilitate open game play or tournaments using patrons’ equipment with board games available (Dan Braun, Worth Public Library)
- Create an online trivia game that builds and tests library information knowledge (Mindy Null, Downers Grove South High School Library)
- Volunteer to help with the Second Life Public Library (Lori Bell, Alliance Library System)

Middle-of-the-Road Expensive
- Start a collection of video games to circulate (John Scalzo, Video Game Librarian Series on Gaming Target Web portal)
- Help teachers integrate commercial software into the curriculum (John Kirriemuir, consultant)
- Purchase one console, dance pads, and a Dance Dance Revolution game for open play or tournaments (Eli Neiburger, Ann Arbor District Library)
- Purchase multiple copies of commercial computer-based software games, such as Battlefield 1942 and Soul Caliber (Matt Gullett and Kelly Czarnecki, ImaginOn and both formerly of the Bloomington [IL] Public Library)

Expensive But Great Return on Investment
- Purchase multiple consoles and multiple copies of games for open play or tournaments (Eli Neiburger, Ann Arbor District Library)
- Create a learning-based digital game (Jennifer McCabe, James Madison University Library)
- Offer “digital-creation computer stations” that gamers can use to create multimedia presentations, such as their own video games (Matt Gullett, ImaginOn and formerly of the Bloomington [IL] Public Library)

Library Gaming Innovators/Implementers

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